DUNGEONS & DRAGONS

PLAYERNAME:

| CHARACTERNAME | LEVEL | CLASS | PARAGON PATH | EPIC DESTINY |
|---|---|---|---|---|
| | | | | |

| RACE | SIZE | ALIGNMENT | DEITY | HOME-REGION | MEMBER OF |
|---|---|---|---|---|---|
| | | | | | |

## INITIATIVE

| | ABIL. MOD. | 1/2 LEVEL | CLASS | FEAT | ITEMS | MISC | TOTAL |
|---|---|---|---|---|---|---|---|
| Initiative | DEX | | | | | | = |

## ABILITIES

| SCORE | ABILITY | ABIL. MOD. | ABIL. MOD. | ITEM | MISC | | ABIL. CHECK BONUS |
|---|---|---|---|---|---|---|---|
| | STR Strength | STR | | | | = | |
| | CON Constitution | CON | | | | = | |
| | DEX Dexterity | DEX | | | | = | |
| | INT Intelligence | INT | | | | = | |
| | WIS Wisdom | WIS | | | | = | |
| | CHA Charisma | CHA | | | | = | |

## DEFENSES

| | BASE | ABIL. MOD. | 1/2 LEVEL | RACE / CLASS | FEAT | ARMOR | SHIELD | ITEMS | MISC | |
|---|---|---|---|---|---|---|---|---|---|---|
| AC | 10 + | DEX INT | | | | | | | | |
| TEMPORARY BONUSES: | | | | | | | | | | |
| FORT | 10 + | STR CON | | | | | | | | |
| TEMPORARY BONUSES: | | | | | | | | | | |
| REF | 10 + | DEX INT | | | | | | | | |
| TEMPORARY BONUSES: | | | | | | | | | | |
| WILL | 10 + | WIS CHA | | | | | | | | |
| TEMPORARY BONUSES: | | | | | | | | | | |

## PASSIVE INSIGHT

| BASE | SKILL BONUS | TOTAL |
|---|---|---|
| 10 + | | = |

## PASSIVE PERCEPTION

| BASE | SKILL BONUS | TOTAL |
|---|---|---|
| 10 + | | = |

## VISION

## EXPERIENCE

CURRENT EXPERIENCE POINTS:

NEXT LEVEL AT:

## SKILLS

| ABIL. MOD. | 1/2 LEVEL | TRAINED (+5) | FEAT | ITEMS | RACE | MISC | ARMOR PENALTY | SKILL | TOTAL |
|---|---|---|---|---|---|---|---|---|---|
| DEX | | | | | | | | Acrobatics | |
| INT | | | | | | | | Arcana | |
| STR | | | | | | | | Athletics | |
| CHA | | | | | | | | Bluff | |
| CHA | | | | | | | | Diplomacy | |
| WIS | | | | | | | | Dungeoneering | |
| CON | | | | | | | | Endurance | |
| WIS | | | | | | | | Heal | |
| INT | | | | | | | | History | |
| WIS | | | | | | | | Insight | |
| CHA | | | | | | | | Intimidate | |
| WIS | | | | | | | | Nature | |
| WIS | | | | | | | | Perception | |
| INT | | | | | | | | Religion | |
| DEX | | | | | | | | Stealth | |
| CHA | | | | | | | | Streetwise | |
| DEX | | | | | | | | Thievery | |
| | | | | | | | | | |

## ACTION POINTS

CURRENT ACTION POINTS:

☐ USED ACTION POINT IN THIS ENCOUNTER

ADDITIONAL BENEFITS WHEN USING AN ACTION POINT:

## MOVEMENT

| | WALK | CLASS / RACE | ARMOR | ITEMS | FEAT | MISC | | SQUARES |
|---|---|---|---|---|---|---|---|---|
| | | | | | | | = | |
| RUN | 2 + | | | | | | = | |
| TELEPORT ☐ PACT ☐ ENCOUNTER ☐ DAILY | | | | | | | = | |

## HIT POINTS

FULL HIT POINTS | BLOODIED (1/2 HP) | BENEFITS WHEN BLOODIED:

WHEN DYING ROLL A D20:
1-9: CONDITION WORSENS
10-19: NOTHING HAPPENS
20: SPEND HEALING SURGE

FAILED SAVING THROWS: | | | DEAD!

HEALING SURGES PER DAY | HEALING SURGE VALUE (1/4 HP)

TEMPORARY HIT POINTS:

HEALING SURGES USED TODAY:

CURRENT HIT POINTS:

CURRENT CONDITION (SAVE ENDS):

RESISTANCES:

☐ USED SECOND WIND IN THIS ENCOUNTER

## BASE ATTACK BONUS

WEAPON / IMPLEMENT:

| ABILITY: | ABIL. MOD. | 1/2 LEVEL | WEAPON PROF. | MAGIC ENHC. | FEAT | MISC. | | BAB SCORE |
|---|---|---|---|---|---|---|---|---|
| | | | | | | | = | |

## BASE ATTACK BONUS

WEAPON / IMPLEMENT:

| ABILITY: | ABIL. MOD. | 1/2 LEVEL | WEAPON PROF. | MAGIC ENHC. | FEAT | MISC. | | BAB SCORE |
|---|---|---|---|---|---|---|---|---|
| | | | | | | | = | |

## BASIC MELEE ATTACK

WEAPON / IMPLEMENT / AT-WILL POWER: KEYWORDS:

| ABILITY: | BAB SCORE | | DEFENSE | DAMAGE | CRITICAL DAMAGE |
|---|---|---|---|---|---|
| | | VS | | | |

## BASIC RANGED ATTACK

WEAPON / IMPLEMENT / AT-WILL POWER: KEYWORDS: RANGE:

| ABILITY: | BAB SCORE | | DEFENSE | DAMAGE | CRITICAL DAMAGE |
|---|---|---|---|---|---|
| | | VS | | | |

## FAVORITE POWERS

ATTACK- / POWERNAME | WEAPON / IMPLEMENT: | ☐AT-WILL ☐ENCOUNTER ☐DAILY | KEYWORDS: | ☐STANDARD ☐MOVE ☐MINOR | ☐IMMEDIATE ☐FREE ☐ | RANGE: | PHB PAGE:

ABILITY: | BAB | | DEFENSE | DAMAGE | CRITICAL DAMAGE | TARGET: | EFFECT: | USED:

ATTACK- / POWERNAME | WEAPON / IMPLEMENT: | ☐AT-WILL ☐ENCOUNTER ☐DAILY | KEYWORDS: | ☐STANDARD ☐MOVE ☐MINOR | ☐IMMEDIATE ☐FREE ☐ | RANGE: | PHB PAGE:

ABILITY: | BAB | | DEFENSE | DAMAGE | CRITICAL DAMAGE | TARGET: | EFFECT: | USED:

ATTACK- / POWERNAME | WEAPON / IMPLEMENT: | ☐AT-WILL ☐ENCOUNTER ☐DAILY | KEYWORDS: | ☐STANDARD ☐MOVE ☐MINOR | ☐IMMEDIATE ☐FREE ☐ | RANGE: | PHB PAGE:

ABILITY: | BAB | | DEFENSE | DAMAGE | CRITICAL DAMAGE | TARGET: | EFFECT: | USED:

ATTACK- / POWERNAME | WEAPON / IMPLEMENT: | ☐AT-WILL ☐ENCOUNTER ☐DAILY | KEYWORDS: | ☐STANDARD ☐MOVE ☐MINOR | ☐IMMEDIATE ☐FREE ☐ | RANGE: | PHB PAGE:

ABILITY: | BAB | | DEFENSE | DAMAGE | CRITICAL DAMAGE | TARGET: | EFFECT: | USED:

PLAY MORE D&D WITH WWW.RPGA.COM! IT'S FREE AND YOU'LL GET GOODIES AS WELL! WIESBADEN D&D CHARSHEET V1.08 – MSCHDESIGN@HOTMAIL.COM

## RACIAL FEATURES

| | PHB PAGE: |
|---|---|
| | |
| | |
| | |
| | |

## LANGUAGES

| |
|---|
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| |

## CLASS / PATH / DESTINY FEATURES

| | PHB PAGE: |
|---|---|
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| | |

## AT-WILL POWERS (CLASS & MAGIC ITEMS)

| | PHB PAGE: |
|---|---|
| | |
| | |
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| | |

## ENCOUNTER POWERS (CLASS & MAGIC ITEMS)

| | PHB PAGE: |
|---|---|
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## DAILY POWERS (CLASS & MAGIC ITEMS)

| | PHB PAGE: |
|---|---|
| | |
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| | |
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| | |

## UTILITY POWERS

| | | PHB PAGE: |
|---|---|---|
| | ☐ AT-WILL ☐ ENCOUNTER ☐ DAILY | |
| | ☐ AT-WILL ☐ ENCOUNTER ☐ DAILY | |
| | ☐ AT-WILL ☐ ENCOUNTER ☐ DAILY | |
| | ☐ AT-WILL ☐ ENCOUNTER ☐ DAILY | |
| | ☐ AT-WILL ☐ ENCOUNTER ☐ DAILY | |
| | ☐ AT-WILL ☐ ENCOUNTER ☐ DAILY | |
| | ☐ AT-WILL ☐ ENCOUNTER ☐ DAILY | |

## FEATS

| | PHB PAGE: |
|---|---|
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## RITUALS

| | LEVEL | PHB PAGE: |
|---|---|---|
| ☐ BOOK ☐ SCROLL | | |
| ☐ BOOK ☐ SCROLL | | |
| ☐ BOOK ☐ SCROLL | | |
| ☐ BOOK ☐ SCROLL | | |
| ☐ BOOK ☐ SCROLL | | |
| ☐ BOOK ☐ SCROLL | | |
| ☐ BOOK ☐ SCROLL | | |
| ☐ BOOK ☐ SCROLL | | |
| ☐ BOOK ☐ SCROLL | | |

## EQUIPMENT

| | SELL PRICE | PHB PAGE: |
|---|---|---|
| ARMOR | | |
| WEAPON | | |
| WEAPON | | |
| WEAPON | | |
| HOLY SYMBOL / ROD / ORB | | |
| WAND | | |
| STAFF | | |
| ARMS (INCL. SHIELD) | | |
| FEET | | |
| HANDS | | |
| HEAD | | |
| NECK | | |
| RING 1 | | |
| RING 2 | | |
| WAIST | | |

## BACKPACK (INCL. WONDROUS ITEMS)

| | SELL PRICE | PHB PAGE: |
|---|---|---|
| **POTIONS OF HEALING** (LVL 5): HEALS **10 HP** | 10 | 255 |
| **POTIONS OF VITALITY** (LVL 15): HEALS **25 HP** + SAVING THROW VS. 1 ONGOING EFFECT | 250 | 255 |
| **POTIONS OF RECOVERY** (LVL 25): HEALS **50 HP** + SAVING THROW VS. ALL ONGOING EFFECTS | 5.000 | 255 |
| **POTIONS OF LIFE** (LVL 30): FOR DEAD: **RAISES DEAD** + HEALS **50 HP** FOR LIVING: HEALS 50 HP + SAVING THROW VS. ALL ONGOING EFFECTS | 25.000 | 255 |
| | | |
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## DAILY ITEM POWERS PER DAY

| | START OF DÁY: | MILESTONE 1: | MILESTONE 2: | MILESTONE 3: |
|---|---|---|---|---|
| HEROIC (1-10) | ☐ | ☐ | ☐ | ☐ |
| PARAGON (11-20) | ☐☐ | ☐☐ | ☐☐ | ☐☐ |
| EPIC (21-30) | ☐☐☐ | ☐☐☐ | ☐☐☐ | ☐☐☐ |

## REAGENTS

| | |
|---|---|
| ALCHEMICAL REAGENTS IN GP: | MYSTIC SALVES IN GP: |
| RARE HERBS IN GP: | SANCTIFIED INCENCSE IN GP: |
| RESIDUUM IN GP: | |

GOLDPIECES:

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Magic item cards all in trading card size!

## POWERS

ATTACK- / POWERNAME: | WEAPON / IMPLEMENT: | ☐AT-WILL ☐ENCOUNTER ☐DAILY | LEVEL:

ABILITY | BAB | VS | DEFENSE | DAMAGE | CRITICAL DAMAGE

KEYWORDS: ☐STANDARD ☐MOVE ☐MINOR ☐IMMEDIATE ☐FREE ☐ | RANGE: | PHB PAGE:

TARGET:

EFFECT:

ATTACK- / POWERNAME: | WEAPON / IMPLEMENT: | ☐AT-WILL ☐ENCOUNTER ☐DAILY | LEVEL:

ABILITY | BAB | VS | DEFENSE | DAMAGE | CRITICAL DAMAGE

KEYWORDS: ☐STANDARD ☐MOVE ☐MINOR ☐IMMEDIATE ☐FREE ☐ | RANGE: | PHB PAGE:

TARGET:

EFFECT:

ATTACK- / POWERNAME: | WEAPON / IMPLEMENT: | ☐AT-WILL ☐ENCOUNTER ☐DAILY | LEVEL:

ABILITY | BAB | VS | DEFENSE | DAMAGE | CRITICAL DAMAGE

KEYWORDS: ☐STANDARD ☐MOVE ☐MINOR ☐IMMEDIATE ☐FREE ☐ | RANGE: | PHB PAGE:

TARGET:

EFFECT:

ATTACK- / POWERNAME: | WEAPON / IMPLEMENT: | ☐AT-WILL ☐ENCOUNTER ☐DAILY | LEVEL:

ABILITY | BAB | VS | DEFENSE | DAMAGE | CRITICAL DAMAGE

KEYWORDS: ☐STANDARD ☐MOVE ☐MINOR ☐IMMEDIATE ☐FREE ☐ | RANGE: | PHB PAGE:

TARGET:

EFFECT:

ATTACK- / POWERNAME: | WEAPON / IMPLEMENT: | ☐AT-WILL ☐ENCOUNTER ☐DAILY | LEVEL:

ABILITY | BAB | VS | DEFENSE | DAMAGE | CRITICAL DAMAGE

KEYWORDS: ☐STANDARD ☐MOVE ☐MINOR ☐IMMEDIATE ☐FREE ☐ | RANGE: | PHB PAGE:

TARGET:

EFFECT:

Magic item cards all in trading card size!

## MAGIC ITEMS

MAGIC ITEM NAME: SELL PRICE: LEVEL:

TYPE: ITEM SLOT:

ENHANCEMENT: + ☐AC ☐ATTACK ROLLS ☐FORTITUDE DAMAGE ROLLS REFLEX WILL PHB PAGE:

CRITICAL:

PROPERTY:

POWER: ☐AT-WILL ☐ENCOUNTER ☐DAILY ☐STANDARD ☐MOVE ☐MINOR ☐IMMEDIATE ☐FREE ☐MILESTONE KEYWORDS:

MAGIC ITEM NAME: SELL PRICE: LEVEL:

TYPE: ITEM SLOT:

ENHANCEMENT: + ☐AC ☐ATTACK ROLLS ☐FORTITUDE DAMAGE ROLLS REFLEX WILL PHB PAGE:

CRITICAL:

PROPERTY:

POWER: ☐AT-WILL ☐ENCOUNTER ☐DAILY ☐STANDARD ☐MOVE ☐MINOR ☐IMMEDIATE ☐FREE ☐MILESTONE KEYWORDS:

MAGIC ITEM NAME: SELL PRICE: LEVEL:

TYPE: ITEM SLOT:

ENHANCEMENT: + ☐AC ☐ATTACK ROLLS ☐FORTITUDE DAMAGE ROLLS REFLEX WILL PHB PAGE:

CRITICAL:

PROPERTY:

POWER: ☐AT-WILL ☐ENCOUNTER ☐DAILY ☐STANDARD ☐MOVE ☐MINOR ☐IMMEDIATE ☐FREE ☐MILESTONE KEYWORDS:

MAGIC ITEM NAME: SELL PRICE: LEVEL:

TYPE: ITEM SLOT:

ENHANCEMENT: + ☐AC ☐ATTACK ROLLS ☐FORTITUDE DAMAGE ROLLS REFLEX WILL PHB PAGE:

CRITICAL:

PROPERTY:

POWER: ☐AT-WILL ☐ENCOUNTER ☐DAILY ☐STANDARD ☐MOVE ☐MINOR ☐IMMEDIATE ☐FREE ☐MILESTONE KEYWORDS:

MAGIC ITEM NAME: SELL PRICE: LEVEL:

TYPE: ITEM SLOT:

ENHANCEMENT: + ☐AC ☐ATTACK ROLLS ☐FORTITUDE DAMAGE ROLLS REFLEX WILL PHB PAGE:

CRITICAL:

PROPERTY:

POWER: ☐AT-WILL ☐ENCOUNTER ☐DAILY ☐STANDARD ☐MOVE ☐MINOR ☐IMMEDIATE ☐FREE ☐MILESTONE KEYWORDS:

Magic item cards all in trading card size!

## MAGIC ITEM

MAGIC ITEM NAME: SELL PRICE: LEVEL:

TYPE: ITEM SLOT:

ENHANCEMENT: + ☐AC ☐ATTACK ROLLS ☐FORTITUDE
DAMAGE ROLLS REFLEX
WILL
PHB PAGE:

CRITICAL:

PROPERTY:

POWER: ☐AT-WILL ☐STANDARD ☐IMMEDIATE
☐ENCOUNTER ☐MOVE ☐FREE
☐DAILY ☐MINOR ☐MILESTONE

KEYWORDS:


## MAGIC ITEM

MAGIC ITEM NAME: SELL PRICE: LEVEL:

TYPE: ITEM SLOT:

ENHANCEMENT: + ☐AC ☐ATTACK ROLLS ☐FORTITUDE
DAMAGE ROLLS REFLEX
WILL
PHB PAGE:

CRITICAL:

PROPERTY:

POWER: ☐AT-WILL ☐STANDARD ☐IMMEDIATE
☐ENCOUNTER ☐MOVE ☐FREE
☐DAILY ☐MINOR ☐MILESTONE

KEYWORDS:

## MAGIC ITEM

MAGIC ITEM NAME: SELL PRICE: LEVEL:

TYPE: ITEM SLOT:

ENHANCEMENT: + ☐AC ☐ATTACK ROLLS ☐FORTITUDE
DAMAGE ROLLS REFLEX
WILL
PHB PAGE:

CRITICAL:

PROPERTY:

POWER: ☐AT-WILL ☐STANDARD ☐IMMEDIATE
☐ENCOUNTER ☐MOVE ☐FREE
☐DAILY ☐MINOR ☐MILESTONE

KEYWORDS:

## MAGIC ITEM

MAGIC ITEM NAME: SELL PRICE: LEVEL:

TYPE: ITEM SLOT:

ENHANCEMENT: + ☐AC ☐ATTACK ROLLS ☐FORTITUDE
DAMAGE ROLLS REFLEX
WILL
PHB PAGE:

CRITICAL:

PROPERTY:

POWER: ☐AT-WILL ☐STANDARD ☐IMMEDIATE
☐ENCOUNTER ☐MOVE ☐FREE
☐DAILY ☐MINOR ☐MILESTONE

KEYWORDS:

## MAGIC ITEM

MAGIC ITEM NAME: SELL PRICE: LEVEL:

TYPE: ITEM SLOT:

ENHANCEMENT: + ☐AC ☐ATTACK ROLLS ☐FORTITUDE
DAMAGE ROLLS REFLEX
WILL
PHB PAGE:

CRITICAL:

PROPERTY:

POWER: ☐AT-WILL ☐STANDARD ☐IMMEDIATE
☐ENCOUNTER ☐MOVE ☐FREE
☐DAILY ☐MINOR ☐MILESTONE

KEYWORDS:

## MAGIC ITEM

MAGIC ITEM NAME: SELL PRICE: LEVEL:

TYPE: ITEM SLOT:

ENHANCEMENT: + ☐AC ☐ATTACK ROLLS ☐FORTITUDE
DAMAGE ROLLS REFLEX
WILL
PHB PAGE:

CRITICAL:

PROPERTY:

POWER: ☐AT-WILL ☐STANDARD ☐IMMEDIATE
☐ENCOUNTER ☐MOVE ☐FREE
☐DAILY ☐MINOR ☐MILESTONE

KEYWORDS:

## MAGIC ITEM

MAGIC ITEM NAME: SELL PRICE: LEVEL:

TYPE: ITEM SLOT:

ENHANCEMENT: + ☐AC ☐ATTACK ROLLS ☐FORTITUDE
DAMAGE ROLLS REFLEX
WILL
PHB PAGE:

CRITICAL:

PROPERTY:

POWER: ☐AT-WILL ☐STANDARD ☐IMMEDIATE
☐ENCOUNTER ☐MOVE ☐FREE
☐DAILY ☐MINOR ☐MILESTONE

KEYWORDS:

## MAGIC ITEM

MAGIC ITEM NAME: SELL PRICE: LEVEL:

TYPE: ITEM SLOT:

ENHANCEMENT: + ☐AC ☐ATTACK ROLLS ☐FORTITUDE
DAMAGE ROLLS REFLEX
WILL
PHB PAGE:

CRITICAL:

PROPERTY:

POWER: ☐AT-WILL ☐STANDARD ☐IMMEDIATE
☐ENCOUNTER ☐MOVE ☐FREE
☐DAILY ☐MINOR ☐MILESTONE

KEYWORDS:

## MAGIC ITEM

MAGIC ITEM NAME: SELL PRICE: LEVEL:

TYPE: ITEM SLOT:

ENHANCEMENT: + ☐AC ☐ATTACK ROLLS ☐FORTITUDE
DAMAGE ROLLS REFLEX
WILL
PHB PAGE:

CRITICAL:

PROPERTY:

POWER: ☐AT-WILL ☐STANDARD ☐IMMEDIATE
☐ENCOUNTER ☐MOVE ☐FREE
☐DAILY ☐MINOR ☐MILESTONE

KEYWORDS: